

Modern Guide for setting up Pokemon Stadium or Pokemon Stadium GS with the Transfer Pak.



Dumping Pokemon **Red**, **Blue**, **Yellow**, **Gold**, **Silver** and **Crystal** from 3DS:

<https://citra-emu.org/wiki/dumping-installed-titles/>

<https://citra-emu.org/wiki/dumping-save-data-from-a-3ds-console/>

Dumping Pokemon **Red**, **Blue**, **Yellow**, **Gold**, **Silver** and **Crystal** from a Cartridge:

<https://www.epilogue.co/product/gb-operator>

Dumping Pokemon **Stadium** and **Stadium GS** from a Cartridge:

<https://stoneagegamer.com/retrode-2-cart-reader-rom-dumper-for-super-nintendo-genesis-more.html>

<https://stoneagegamer.com/nintendo-64-adaptor-for-retrode-2-rip-play-nintendo-64-roms.html>

- Download the latest build of [Rosalie's Mupen GUI](#) with the **Windows ZIP** option.
- Extract the contents, then open **RMG.exe**

- Go into **File** → **Choose ROM Directory** and locate the folder with your **Pokemon Stadium** ROM dump.
- Boot **Pokemon Stadium** or **Pokemon Stadium Gold & Silver**.

- When in-game, go into **Settings** → **Input**
 - Check **Controller is plugged in**
 - Select the **POKEMON STADIUM** profile.
 - Map your buttons using your Controller of choice.
 - Click **Options**
 - Under **Controller** make sure the **Controller Pak** is set to **Transfer**
 - Under **Transfer Pak** locate your **GB/GBC ROM file** and the **Save File** for that game.
- Restart the emulation, and then you should be good to go!

- **Gold**, **Silver** and **Crystal** does not work with the first **Pokemon Stadium**.

THE ONLY THING THAT WILL NOT WORK IS STADIUM'S IN-GAME EMULATOR.